

LEMON GROVE LITTLE LEAGUE LOCAL RULES 2015

If not explicitly stated otherwise, the Little League Baseball Official Regulations and Playing Rules, herein after referred to as LLOR&PR of Little League shall apply. The Little League Operating Manual shall also serve as guidance. The following local rules shall also apply for Lemon Grove Little League:

1. GENERAL RULES

- a. Animals are not allowed at Lemon Grove Little League events for safety and liability reasons. An exception may be made, on a case by case basis, for service and companion animals.
- b. Smoking is not allowed anywhere on the LGLL property. This includes in or near the stands, dugouts, restrooms or snack bar. Smoking is permitted only in the designated smoking areas outside of the park grounds.
- c. Player names will be allowed on uniforms, the cost for the name shall be paid by the parent and all parents must agree to have the names on the jerseys. If one or more parents choose not to pay for imprinting the name, the entire team shall not be allowed to place names on the jerseys.
- d. All teams in each division will be assigned days to be responsible for snack bar duty, maintenance and clean-up. Parents are required to volunteer on days and times as assigned by Team Parent or Manager.
- e. The "Home Team's" Manager is responsible for preparing the field for play, as well as taking down and cleaning up the fields. Managers are encouraged to delegate this responsibility to parents and players.
- f. The "Visiting Team's" Manager will confirm that the equipment is properly put away and that the Equipment Shed is locked after the last completed game of the day. This includes bases, pitching machine, rakes, shovels or any other league equipment.
- g. The Board will decide to approve all Managers and coaches as nominated by the President of the league. (The interview process will be conducted in accordance with Add-on-Supplement)
- h. Managers and coaches must have a valid First Aid card and must have also participated in the mandatory league's coaches and first aid training and Umpire Clinics. Dates of clinics to be announced prior to Opening Day.
- i. Competitive divisions will be the Majors and Juniors.
- j. Volunteering as an Umpire is one of the responsibilities of being a Manager or coach in LGLL. The home team is responsible to provide Umpires for the next scheduled game OR as scheduled by the Chief Umpire or Division Vice President.
 - i. The Manager or Coach shall give the Division Vice President AND Chief Umpire, at least 1 weeks' notice with a legitimate reason if he/she is unable to serve as an Umpire as scheduled.
 - ii. A team may not choose the Umpire to officiate their game, and an Umpire may not change the schedule without permission of the Chief Umpire. A Manager who has not fulfilled the assigned umpiring duty shall sit out the next two games.

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- k. A team may not have more than 3 Events per week (2 Events in T-ball and Rookies). An Event includes games, practices, visits to the batting cages and other scheduled activities (except league events such as Opening Day). An Event is considered to be more than three players on the same team meeting for purposes pertaining to the league. An exception is allowed for a fourth event, in Majors and higher divisions, ONLY with prior approval by the Player Agent.
- l. All official team events must be scheduled by the Player Agent. The Division Vice-President and Player Agent must be notified of any changes or additions to the practice or game schedule. Non-scheduled events are NOT covered by insurance and the Manager could be held personally liable in case of injury.
- m. Any game, which has been cancelled for any reason, will attempt to be rescheduled for the first available day, or on the next available day as determined by the Division Vice President. Only games cancelled which effect the standings in the Majors Division will be required by the league to be rescheduled. Failure to makeup a mandatory game may result in forfeiture of that game or disciplinary action by the board. Failure to makeup games may exclude a team from local tournament play.
- n. Lemon Grove Little League teams shall not practice on a field not expressly covered by Lemon Grove Little League insurance policy(s). LGLL maintains insurance to cover LGLL players and coaching staff, while practicing on specifically designated fields within the Lemon Grove School District; the City of Lemon Grove; the City of San Diego; Grossmont Union High School District, and the San Diego Unified School District.
- o. Minor League Divisions and player ages:
 - Tee Ball - 4 & 5 year olds
 - Rookies - 6 & 7 year olds
 - Caps - 7, 8 & 9 year olds
 - Minors - 9, 10 & 11 year olds
- p. Majors will consist of 11 & 12 year olds. 10 year olds are eligible to fill team rosters after ALL 12 year olds have been accounted for in the division and eligible 11 year olds have been selected. (An 11 or 10 year old may be drafted ahead of a 12 year old as long as the player agent has accounted for the number of 12 year olds at the end of the draft.
- q. Tryout dates for the Caps, Minors, Majors and Junior Divisions will be announced after sign-ups. Tryouts are mandatory for all players entering the draft. Any player who does not or is unable to attend try outs must submit a written reason of absence to League Board of Directors who will review and determine if player is eligible for draft. Any player who does not submit a legitimate excuse will automatically be placed in a lower division.
- r. Draft Plan B from Little League Operating Manual will be used for all divisions. All 11 and 12 year old players will be drafted 1st. Once all 11 & 12 year olds have been drafted then 10 year olds will be selected to finish team rosters. Any player that does not attend try outs and is eligible to be drafted into the Majors Division due to being League age 12 or having previously played in the Majors Division will be selected in a blind draft prior to selecting any 10 year olds.

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- s. Draft Option 3 Sons and Daughters of Managers from Little League Operating Manual takes priority over all other options. A manager who wishes to draft a son or daughter must submit this request in writing to the player agent prior to draft. This option also covers all brothers and sisters. The son/daughter will be the managers 1st draft pick and any brother or sister will be that manager's 2nd draft pick.
- t. Sibling picks are only protected for the round immediately following the draft of the first sibling; managers may agree to rank/ select a draft round for a second sibling.
- u. Draft order will be established by the managers drawing numbers to determine who will select the first player and so on. The draft rotation will be a forward and reverse style. For example in a 4 team rotation it would start 1 thru 4 then go back 4 thru 1, so the manager with the 4th pick would also have the 5th pick.
- v. Players are allowed 1 Draft Block which must be submitted in writing to the Player Agent 48 hours prior to draft day. Players are allowed 1 block for either a manager or division but not both.
- w. Players who refuse a draft to a higher division must stay in the lower division the entire season.
- x. Policy on Trades: All trades must be completed before managers leave the draft.
- y. The Player Agent must be notified immediately of any changes in the status of a player. Any vacancies in Majors or Minors must be filled within 10 calendar days by the Player Agent. The vacancy will be filled with a rostered player from the next lower division. Candidates will be selected by oldest age. If players declines to move up, he/she will be traded to the last place team and the next oldest candidate will be selected.
- z. Majors - Policy on last time to fill vacancies from Minors - 14 days before the end of the season.
- aa. All volunteers must complete a volunteer application as described by LLBB and submit the application to the League Volunteer Coordinator for approval by the Board.
- bb. All managers, coaches, umpires, directors and officers will be responsible to read and follow the LGLL Safety Plan.
- cc. All participants, players, managers, coaches, etc., will adhere to the LGLL Code of Conduct and all LLORPR and local rules of play. If any participant is ejected from a game, he/she is automatically suspended from all team practices and activities until after the team's next completed official game.
- dd. Prior to the start of the Season, all Division Managers will meet with Division Vice President and Umpire-In-Chief to discuss supplemental rules specific to their division.

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2. PLAYING RULES

- a. The following per regular season minimum play rule applies. All players in all divisions must play at least 2 full games during the regular season. Exception, full games are required in the T-Ball, and Rookie Divisions. All minimum play must be completed prior to start of LGLL tournament play.
- b. Juniors, Majors, & Minors - 1 full game per half season
- c. Scorekeepers and Division Vice Presidents will monitor minimum play rules. The Manager is ultimately responsible for minimum play. Any failure to comply will be reviewed by Board of Directors for disciplinary action in accordance with LLRB Section IV(i). Both participating Managers must sign the scorebook after each game to verify complete games played, minimum play and pitching record including pitch count.
- d. A continuous batting order will be in all divisions except Majors and Juniors.
- e. Game time is limited to a complete game, darkness, or the following times on Saturdays, ((except the last game)(last inning must be completed by the rule book)):
 - i. T-ball – 1 hour (all games, all days)
 - ii. Rookies – 1-1/2 hours (all games, all days)
 - iii. Caps – 2 hours* *No new inning shall start after 1 hr 45 min.
 - iv. Minors – 2 ½ hours* *No new inning shall start after 2 hr 15 min
- f. There are no drop dead times. Time limits are to ensure Saturday games start as close to on time as possible. “No New Inning Rules” are in effect for all games.
- g. Darkness is the decision of the umpire on the field in accordance with the current LGLL Safety Plan. Umpire may use his/her discretion as to whether or not a Saturday game can be completed going slightly over recommended game times.
- h. Any unfinished inning will revert back to the last completed inning.
- i. The overall regular season winner of the Majors Division will be determined in a playoff played between the first half - season winner vs. the second half – season winner. The regular season winner will then represent LGLL in the District Tournament of Champions.
- j. All Local TOC Champions will receive a medallion

3. TIE BREAKING RULES

In case of a tie for seasonal or half seasonal standings, the following tie breakers will be used in order:

- a. Step 1 (Best Overall Record)
 - i. Best win/loss record amongst all teams within the league.
 - ii. If two or more teams have identical win/loss records then proceed to step 2.

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- iii. If for reasons beyond the league's control, and an unequal number of games were played by the tied teams, then the team with the higher winning percentage would win the tie-breaker, however, all games not having been made-up in accordance with established rules will count as a losses for purposes of calculating the winning percentages. The purpose of this is to deter managers from purposely not making up games.
- b. Step 2 (Best Head-to-Head Record)
 - i. Best head-to-head win/loss record of teams tied with each other for only the games played against each other.
 - ii. When more than two teams are involved in a tie-breaker, and one of the teams is declared to have won the tie LGLL breaker, then the process shall be repeated for the remaining teams until all standings have been established.
 - iii. If two or more teams have identical win/loss records against each other then proceed to step 3.
- c. Step 3 (Least Runs Given-up in Individual Head-to-Head Competition)
 - i. Least runs given-up (individual head-to-head), during games between tied teams when matched against each of the other teams individually.
 - ii. When two or more teams are involved in a tie-breaker, and one of the teams is declared to have won the tiebreaker, then the process shall be repeated for the remaining teams until all standings have been established. The team no longer involved in the tie-breaker shall have all of its game statistics removed from further tie breaking activities.
 - iii. If two or more of the teams tied with each other have identical runs scored against each other then proceed to step 4.
- d. Step 4 (Least Total Combined Runs Given-up in Head-to-Head Competition)
 - i. The least total combined runs given-up (combined head-to-head), against any other tied team(s) for only those games played between the tied teams.
 - ii. When two or more teams are involved in a tie-breaker, and one of the teams is declared to have won the tiebreaker, then the process shall be repeated for the remaining teams until all standings have been established. The team no longer involved in the tie-breaker shall have all of its game statistics removed from further tie breaking activities.
 - iii. If two or more of the teams tied with each other have identical runs scored against each other then proceed to step 5.

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- e. Step 5 (Best Individual Head-to-Head Record using Runs Won-By When Two or More Teams are Tied).
 - i. Best head-to-head record using Runs won-by (individual head-to-head), during games between tied teams when matched against each of the other teams individually. This is also known as the average run differential and is defined by the NCAA and MLB as “runs scored minus runs allowed or average margin of victory”. When any of the teams loose by more runs than they won-by against all of the other tied teams individually, then that team and all of its game statistics shall be removed from further tie breaking activities.
 - ii. When more than two teams are involved in a tie-breaker, and one of the teams is declared to have won the tiebreaker, then the process shall be repeated for the remaining teams until all standings have been established. The team no longer involved in the tie-breaker shall have all of its game statistics removed from further tie breaking
 - iii. If more than two teams have identical runs won-by against each other then proceed to step 6.
- f. Step 6 One Game Play Off

POST-SEASON PLAY

- a. Juniors, Majors, Minors and Caps will have post-season local tournaments at the end of the season, unless the season has been postponed due to weather or other conditions.
- b. In Majors and Minors the overall season standings will determine local tournament seeding.
- c. Any Interleague games will count towards standings, tie breakers, and run differentials.

4. TOC – TOURNAMENT OF CHAMPIONS – DISTRICT TOURNAMENT

- a. The TOC Majors team will be the playoff winner played between the first half – season winner vs. the second half - season winner..
- b. The TOC Minors team will be the LGLL tournament winner.
- c. The TOC manager will be that team’s regular season manager. If the regular season manager is unable to manage the Board of Directors will select a manager. The manager may choose the team’s coaches subject to Board approval.

5. LITTLE LEAGUE BASEBALL TOURNAMENT PLAY (ALL-STARS)

- a. Manager Selection: The Juniors (13/14 yr old) All Star Manager must have been a regular season Juniors manager or coach to be nominated. The Little League (11/12 yr old) All-Star Manager must have been a regular season Majors manager or coach to be nominated. The 10/11 year old All-Star Manager and the 9/10 year old All Star Manager must have been a regular season manager or coach in either the Major or
- b. Minor division to be nominated.
- c. Each coaching staff will consist of 1 Manager and 2 Coaches

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- d. The Juniors (13/14yr old) All Star Team Manager will be selected by the players in the Juniors division by way of voting conducted by the player agent before the end of the regular season.
- e. The Little League (11/12yr old) All Star Team Manager will be selected by the players, managers, and coaches of the Majors Division by way of voting conducted by the player agent before the end of the regular season.
- f. The managers in the Majors and Minors divisions will nominate the All Star manager for the 10/11 year old team and the 9/10 year old team. A vote will then be conducted by the player agent before the end of the regular season.
- g. Any ties in voting for appointment will be decided by the League President.
- h. The Selection of the League's Tournament or All-star players and teams shall be outlined in a supplement to the League's Local rules (Majors Division: 6 players voted by their peers and 6 players selected by All-Star Manger; Manager option for 13th player).
- i. The managers will choose their own coaches after appointment. The Board of Directors will review all manager and coach selection for final appointment.
- j. This supplement shall be reviewed, approved and implemented by May 1, 2015. These local rules have been reviewed and are implemented for use for the 2015 baseball season.

Copies shall be kept with the league secretary and distributed to all Team Managers.

Approved for Distribution:

Ken Spence, President LGLL

Date